Sevan Mazmanian
Software Engineer

(818) 322-7415
17419 Flanders St, Granada Hills, CA 91344
mazmanian.sevan@gmail.com
www.asmallindie.dev
linkedin.com/in/sevan-mazmanian

EDUCATION

Western Governors University   **October 2020 – September 2022**
Bachelor of Science, Computer Science
  Introduction to IT | Discrete Mathematics II | Network and Security Foundations | Computer Architecture

University of California, Los Angeles   **March 2018 – September 2018**
Certification, Applications Development
  Java Programming I | Java Programming II | Python Programming I | Website Development
  Introduction to SQL | Advanced SQL | C# for Visual Studio .NET I | C# for Visual Studio .NET II

California State University, Northridge   **September 2013 – December 2017**
Bachelor of Science, Mathematics

TECHNICAL SKILLS

Proficient:	C#	JavaScript	Node.js	React.js	Java	SQL	Git	Unity Engine
Working Knowledge:	Python	HTML/CSS	C++	Linux	Unix Terminal	Matlab
Capable of:	Object-Oriented Programming	Unit & Integration Testing	Debugging

SOFTWARE PROJECTS

Personal Website [JavaScript, React.js]   **September 2020 – Present**
(www.asmallindie.dev)
  - Designed a personal website that acts as a portfolio of self-published and public GitHub repositories
  - Developed primarily using JavaScript and React.js and integrates select third-party frameworks
  - Incorporates the GitHub API to dynamically update the contents of the site to include any new repositories

Automated Bot [JavaScript, Node.js]   **February 2018 – Present**
  - Designed and developed a bot agent using JavaScript, Node.js, and the Discord.js library for Discord, a cross-platform communication app
  - Designed with a modular system to allow for rapid integration of new features
  - Made use of asynchronous and event-driven systems to properly execute various functions
  - Utilized web API's to retrieve external data, as well as external frameworks to stream music on user input
  - Debugged errors as they arose and monitored and maintained an externally hosted system

2D Video Game Projects [C#]   **April 2018 – May 2019**
  - Developed 5 games using C# in the Unity engine; a time-scored collection game, a space-themed arcade shooter, a randomly generated dungeon crawler, an auto-scrolling platformer with both traditional and touch controls, and a board game that uses random generation to recreate the board each game

3D Video Game Projects [C#]   **March 2018 – May 2018**
  - Developed 2 games using C# in the Unity engine: a time-scored collection game and a horde survival shooter

Caesar Cipher Encryption [Assembly]   **November 2016 – December 2016**
  - Led a 4-person team to develop an assembly program that encrypted and decrypted the contents of a text file
  - Delegated tasks and scheduled work to complete the project ahead of schedule
  - Developed the primary encryption and decryption logic and integrated it with the work of the team
  - Homogenized the 4 distinct coding styles and debugged the resulting code to ensure cohesion in final product